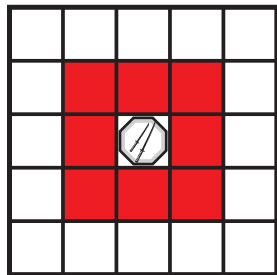
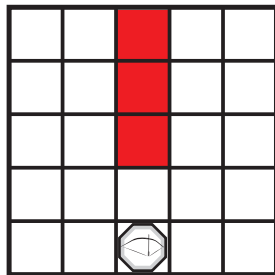


The Tiles

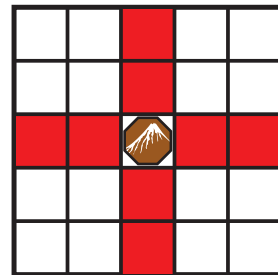
- All tiles take 2 threat to capture, or 3 if in cover. Tiles can shift up to 2 unless noted.
- The tiles' special abilities are exceptions to the regular game rules.
- The tiles threaten red squares (■), and provide cover to red heart squares (♥).



Sword

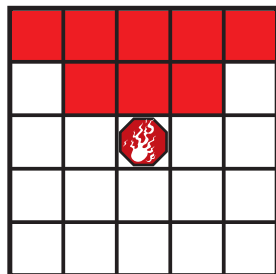


Bow



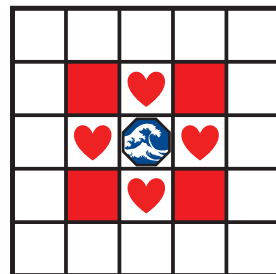
Earth

Only shifts
1 square.



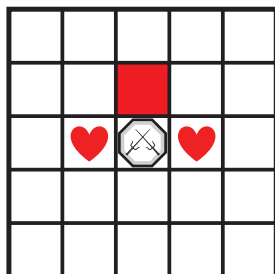
Fire

Threatens itself and *all* tiles in its threat. Thus it is captured by 1 threat, or 2 if in cover. *You can't deploy on its threat.*



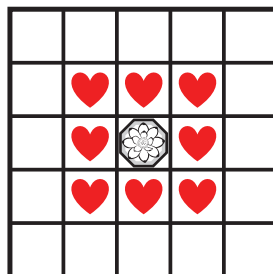
Water

Optionally, instead of shifting, a Water already on the board can be re-deployed like a tile from your hand. You can re-deploy water in its own threat.



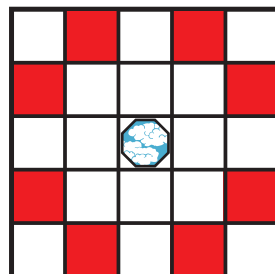
Sai

Can shift 2 immediately after being deployed.



Lotus

Covers itself. *Cannot shift.* Can be deployed in any unoccupied square, even the blacked out squares. Gives no points towards victory.



Air

Cannot shift. Threatens the same pattern as a knight from chess.

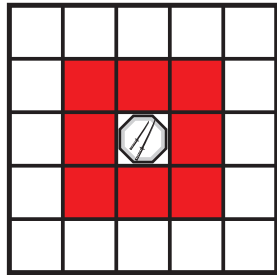


- Objective - Win with 10 points:
 - You get 2 points for each of your tiles currently on your opponent's homeground.
 - You get 1 point for each of your tiles currently on middle ground.
- Decide White/Black and build your initial hand from your tile reserve:
 - Before starting, put the black and white tiles in separate piles (later called tile reserves). Each pile should have 3 each of 8 types of tiles, totaling 24 tiles. All tiles will always be face up.
 - To start, play rock-paper-scissors. Winner picks who goes first (white), and second (black).
 - First, white picks out 7 tiles from the white tile reserve into their starting hand.
 - Then, black picks out 9 tiles from the black tile reserve.
 - After that, white pick out 1 additional tile into their starting hand.
 - Choose a homeground. Both homegrounds (Fishes/Flowers) are equivalent.
- On your turn, first do one of these three for your *action phase*:
 - Deploy a tile from your hand onto the board.
 - You can deploy anywhere in your homeground or on any square you threaten.
 - However, you may not deploy in squares which threaten you or the black filled squares.
 - Shift (aka. move) one of your tiles up to 2 squares in any non-diagonal direction. While shifting, you can rotate the tile at no cost.
 - You can shift a tile to or through squares which threaten you.
 - However, you may not shift through squares with enough threat to capture your tile, squares containing other tiles (including your own), or the black filled squares.
 - Rotating a tile in place still counts as a 'shift'.
 - Draw 3 tiles of your choice from your tile reserve into your hand.
- After the above action phase, you then do a *capture phase*:
 - You capture your opponent's tile when it is threatened by 2 of your tiles, or 3 if it's covered (see next bullet) (Tiles: see reverse)
 - Set aside captured tiles in the discard pile.
 - For each opponent tile you capture, your opponent will choose a tile for you to draw from your tile reserve into your hand.
 - You can never play your turn such that one of your own tiles would get captured.
 - A tile in cover requires 3 threat to capture rather than 2.
 - Your tiles are considered covered while on your homeground, or when in the cover of your lotus, water or sai tiles (see pg. 3).
 - Cover doesn't stack like threat does. You also don't get cover from your opponent's homeground or tiles.
- Some rules have exceptions, listed on the reverse along with the tiles.

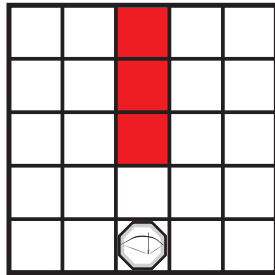
We think the game is pretty solid, but we want to know what you think! Play it, strategize, and by all means, try to break it. Tell us your success and woes. Email mike@paikogame.com

The Tiles

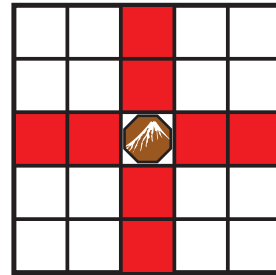
- All tiles take 2 threat to capture, or 3 if in cover. Tiles can shift up to 2 unless noted.
- The tiles' special abilities are exceptions to the regular game rules.
- The tiles threaten red squares (■), and provide cover to red heart squares (♥).



Sword

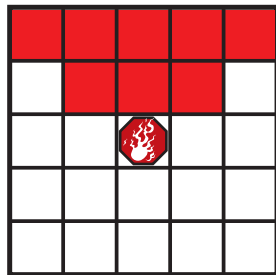


Bow



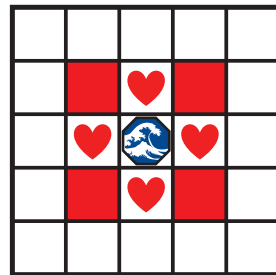
Earth

Only shifts
1 square.



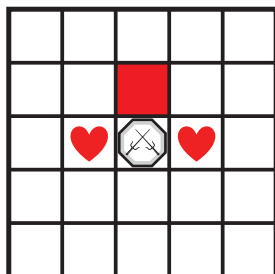
Fire

Threatens itself and *all* tiles in its threat. Thus it is captured by 1 threat, or 2 if in cover.
You can't deploy on its threat.



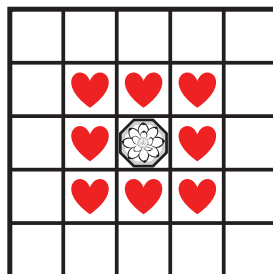
Water

Optionally, instead of shifting, a Water already on the board can be re-deployed like a tile from your hand. You can re-deploy water in its own threat.



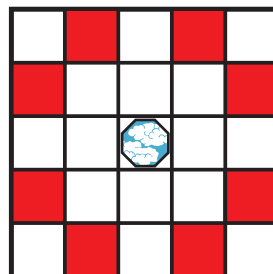
Sai

Can shift 2 immediately after being deployed.



Lotus

Covers itself. *Cannot shift.* Can be deployed in any unoccupied square, even the blacked out squares. Gives no points towards victory.



Air

Cannot shift. Threatens the same pattern as a knight from chess.



- Objective - Win with 10 points:
 - You get 2 points for each of your tiles currently on your opponent's homeground.
 - You get 1 point for each of your tiles currently on middle ground.
- Decide White/Black and build your initial hand from your tile reserve:
 - Before starting, put the black and white tiles in separate piles (later called tile reserves). Each pile should have 3 each of 8 types of tiles, totaling 24 tiles. All tiles will always be face up.
 - To start, play rock-paper-scissors. Winner picks who goes first (white), and second (black).
 - First, white picks out 7 tiles from the white tile reserve into their starting hand.
 - Then, black picks out 9 tiles from the black tile reserve.
 - After that, white pick out 1 additional tile into their starting hand.
 - Choose a homeground. Both homegrounds (Fishes/Flowers) are equivalent.
- On your turn, first do one of these three for your *action phase*:
 - Deploy a tile from your hand onto the board.
 - You can deploy anywhere in your homeground or on any square you threaten.
 - However, you may not deploy in squares which threaten you or the black filled squares.
 - Shift (aka. move) one of your tiles up to 2 squares in any non-diagonal direction. While shifting, you can rotate the tile at no cost.
 - You can shift a tile to or through squares which threaten you.
 - However, you may not shift through squares with enough threat to capture your tile, squares containing other tiles (including your own), or the black filled squares.
 - Rotating a tile in place still counts as a 'shift'.
 - Draw 3 tiles of your choice from your tile reserve into your hand.
- After the above action phase, you then do a *capture phase*:
 - You capture your opponent's tile when it is threatened by 2 of your tiles, or 3 if it's covered (see next bullet) (Tiles: see reverse)
 - Set aside captured tiles in the discard pile.
 - For each opponent tile you capture, your opponent will choose a tile for you to draw from your tile reserve into your hand.
 - You can never play your turn such that one of your own tiles would get captured.
 - A tile in cover requires 3 threat to capture rather than 2.
 - Your tiles are considered covered while on your homeground, or when in the cover of your lotus, water or sai tiles (see pg. 3).
 - Cover doesn't stack like threat does. You also don't get cover from your opponent's homeground or tiles.
- Some rules have exceptions, listed on the reverse along with the tiles.

We think the game is pretty solid, but we want to know what you think! Play it, strategize, and by all means, try to break it. Tell us your success and woes. Email mike@paikogame.com